

[0015] Another type of haptic effect that is typically provided on handheld portable touchscreen devices is a “click” vibration effect applied to the touchscreen to simulate a press of a button. Measurements of traditional mechanical buttons shows that a pleasing and satisfying button feel is characterized by short, crisp vibrations in the approximate >200 Hz range. In order to be most effective, the haptic vibration effect should be applied primarily to the touchscreen rather than the housing.

[0016] FIG. 1 is a sectional view of a cellular telephone 10 in accordance with one embodiment. Telephone 10 includes a touchscreen 14 that displays telephone keys and other functional keys that can be selected by a user through the touching or other contact of touchscreen 14. Telephone 10 further includes a housing or body 12 that encloses the internal components of telephone 10 and supports touchscreen 14. When a user uses telephone 10, the user will typically hold telephone 10 by housing 12 in one hand while touching touchscreen 14 with another hand. Other embodiments are not cellular telephones and do not have touchscreens but are haptic devices with other types of input interfaces. Other input interfaces besides touchscreens may be a mini-joystick, scroll wheel, d-Pad, keyboard, touch sensitive surface, etc. As with a cellular telephone, for these devices there is a desire for a click sensation linked to the input interface and an alert vibration created on the entire device.

[0017] Touchscreen 14 is flexibly suspended/floats or mounted on housing 12 by a suspension 18 that surrounds touchscreen 14. In one embodiment, suspension 18 is formed from a viscoelastic bezel seal gasket made of a foam material such as PORON®. In other embodiments, any other type of material can be used for suspension 18 as long as it can be “tuned” as disclosed below.

[0018] A Linear Resonant Actuator (“LRA”) or other type of actuator 16 (e.g., Shape Memory alloys, Electroactive polymers, Piezoelectric, etc.) is rigidly coupled to touchscreen 14. An LRA includes a magnetic mass that is attached to a spring. The magnetic mass is energized by an electrical coil and is driven back and forth against the spring in a direction perpendicular to touchscreen 14 to create a vibration. In one embodiment, actuator 16 has a resonant frequency of approximately 150 Hz-190 Hz. The resonant frequency is the frequency range where the acceleration responsiveness is at its peak. A controller/processor, memory device, and other necessary components (not shown) are coupled to actuator 16 in order to create the signals and power to actuator 16 to create the desired haptic effects. Different haptic effects can be generated by actuator 16 in a known manner by varying the frequency, amplitude and timing of the driving signal to actuator 16. Vibrations may be perpendicular to touchscreen 14 or in another direction (e.g., in-plane). In one embodiment, vibrations along the screen surface (X or Y vibrations) are advantageous as they produce equivalent haptic information and also are distributed more evenly over the entire touchscreen due to inherent stiffness of the screen in those directions.

[0019] In one embodiment, suspension 18 is tuned so that it isolates housing 12 of device 10 from vibrations at the click frequency (>200 Hz) that are applied to touchscreen 14 to simulate button presses, but effectively passes vibrations to housing 12 at the alert frequency (~ 150 Hz), which should be approximately equal to the resonant frequency of actuator 16, to create alert haptic effects. Suspension 18 can be tuned

by, for example, varying the selection of material to get a desired property, varying the total cross-sectional area, varying the thickness, etc.

[0020] FIG. 2 is a graph of acceleration magnitude vs. drive signal frequency that illustrates the frequency response of telephone 10 after tuning suspension 18 in accordance with one embodiment. Curve 20 is the frequency response measured on housing 12 and indicates a resonant frequency (f_1) at the alert frequency (~ 150 Hz). Curve 30 is the frequency response measured on touchscreen 14 and indicates a resonant frequency (f_2) at the click frequency (>200 Hz or ~ 500 Hz).

[0021] In operation, haptic effect vibrations can selectively be played as click vibrations to touchscreen 14 only, while being substantially isolated from housing 12 by suspension 18, in the case of key-press confirmations, by playing the effects at the click frequency. Similarly, haptic effect vibrations can be selectively played as alert vibrations with vibrations that pass through to housing 12 with substantially no attenuation by playing the effects at the alert frequency.

[0022] FIG. 3 is a graph of acceleration magnitude vs. time for one embodiment for a click frequency (>200 Hz). In the embodiment of FIG. 3, touchscreen 14 is suspended using two strips of PORON®, one along each edge, and an LRA with a resonant frequency of ~ 155 Hz. Trace 32, which uses the scale on the left side of the graph, indicates accelerometer readings on touchscreen 14. Trace 34, which uses the scale on the right side of the graph, indicates accelerometer readings on housing 12 on the back of telephone 10.

[0023] As shown, the vibration is predominantly experienced through the touchscreen by the pressing finger compared to through the housing by the supporting hand (5:1 acceleration ratio). Moreover, the click vibrations are fast reaching peak values ~ 3 ms after the start of the drive signal and decaying ~ 5 ms after the onset of braking. This is ideal for creating a crisp mechanical button feel.

[0024] FIG. 4 is a graph of acceleration magnitude vs. time for the same embodiment of FIG. 3 for an alert vibration frequency (~ 150 Hz). Trace 42, which uses the scale on the left side of the graph, indicates accelerometer readings on touchscreen 14. Trace 44, which uses the scale on the right side of the graph, indicates accelerometer readings on housing 12 on the back of telephone 10. Notwithstanding the touchscreen isolation through suspension 18, the alert vibrations pass through to housing 12 and are experienced by the supporting hand almost without attenuation. This is ideal for creating effective alerts.

[0025] Several embodiments are specifically illustrated and/or described herein. However, it will be appreciated that modifications and variations of the present invention are covered by the above teachings and within the purview of the appended claims without departing from the spirit and intended scope of the invention.

[0026] For example, some embodiments disclosed above are implemented as a cellular telephone with a touchscreen, which is an object that can be grasped, gripped or otherwise physically contacted and manipulated by a user. As such, the present invention can be employed on other haptics enabled input and/or output devices that can be similarly manipulated by the user and may require two modes of haptic effects. Such other devices can include other touchscreen devices (e.g., a Global Positioning System (“GPS”) naviga-